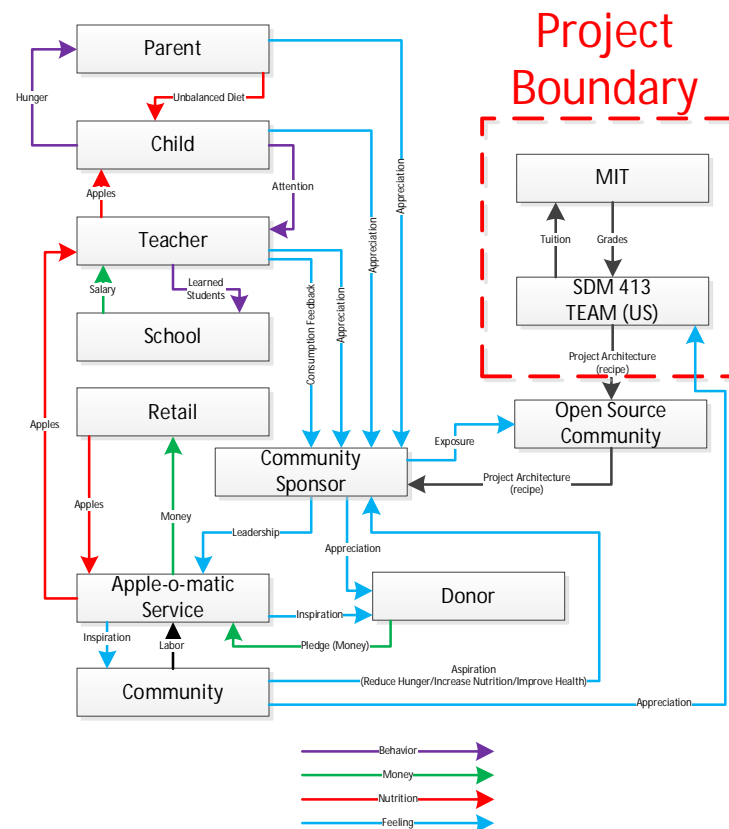
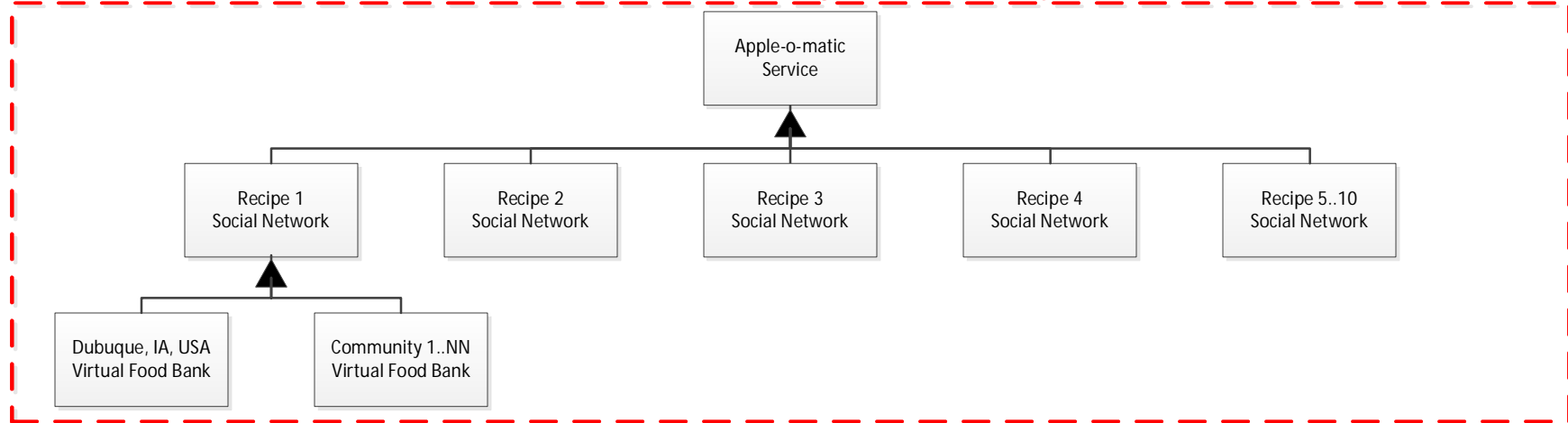
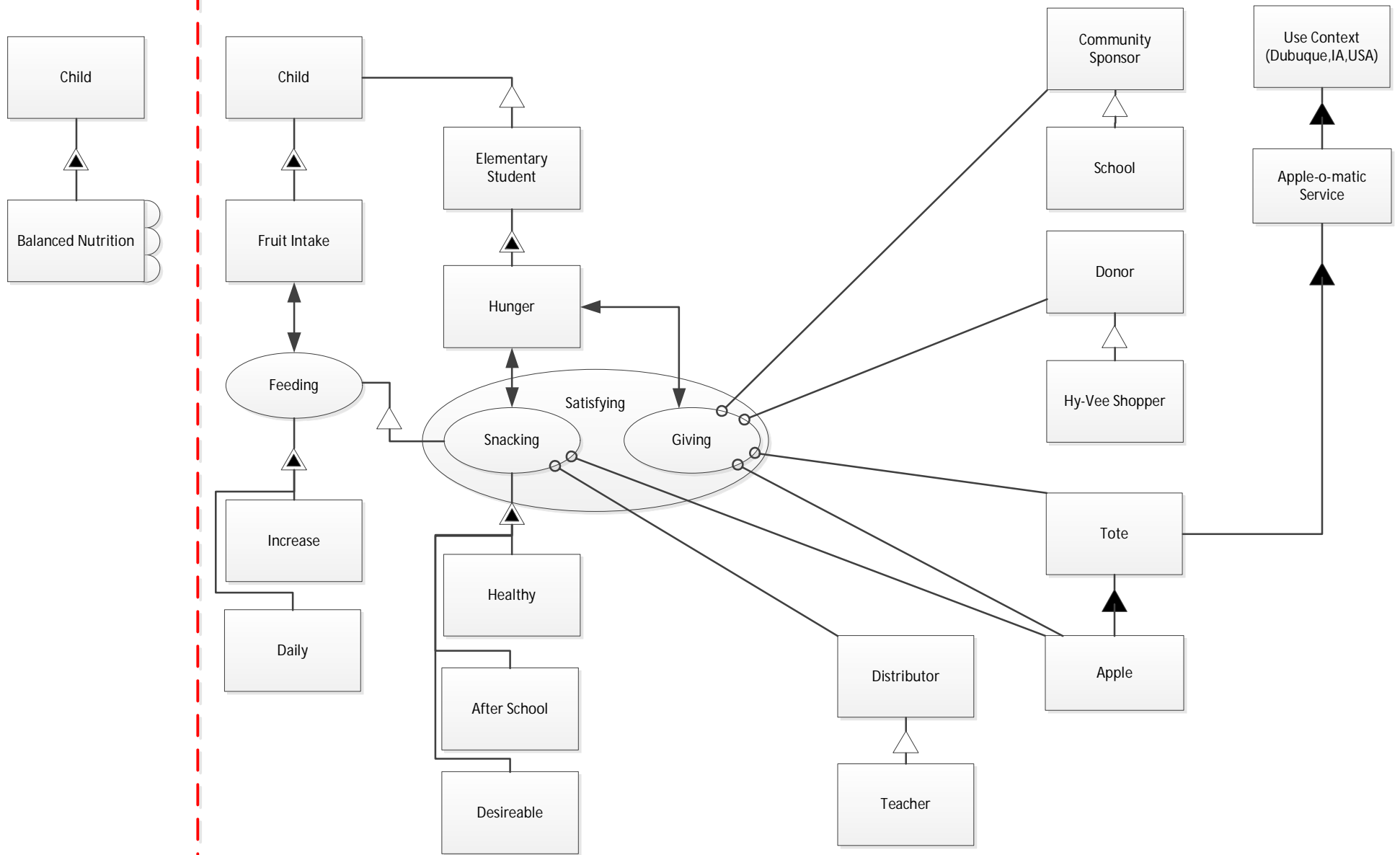


Apple-o-matic "Recipe For Change" Service System Boundary



Stakeholder Value Network

To Increase a Child's Daily Fruit Intake By Satisfying Hunger Using School Supported Giving with Shopper Donated Apples and Teacher Distribution



NEED

INTENT

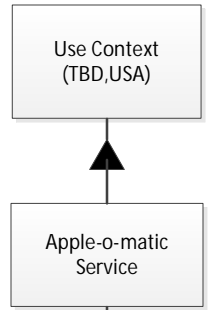
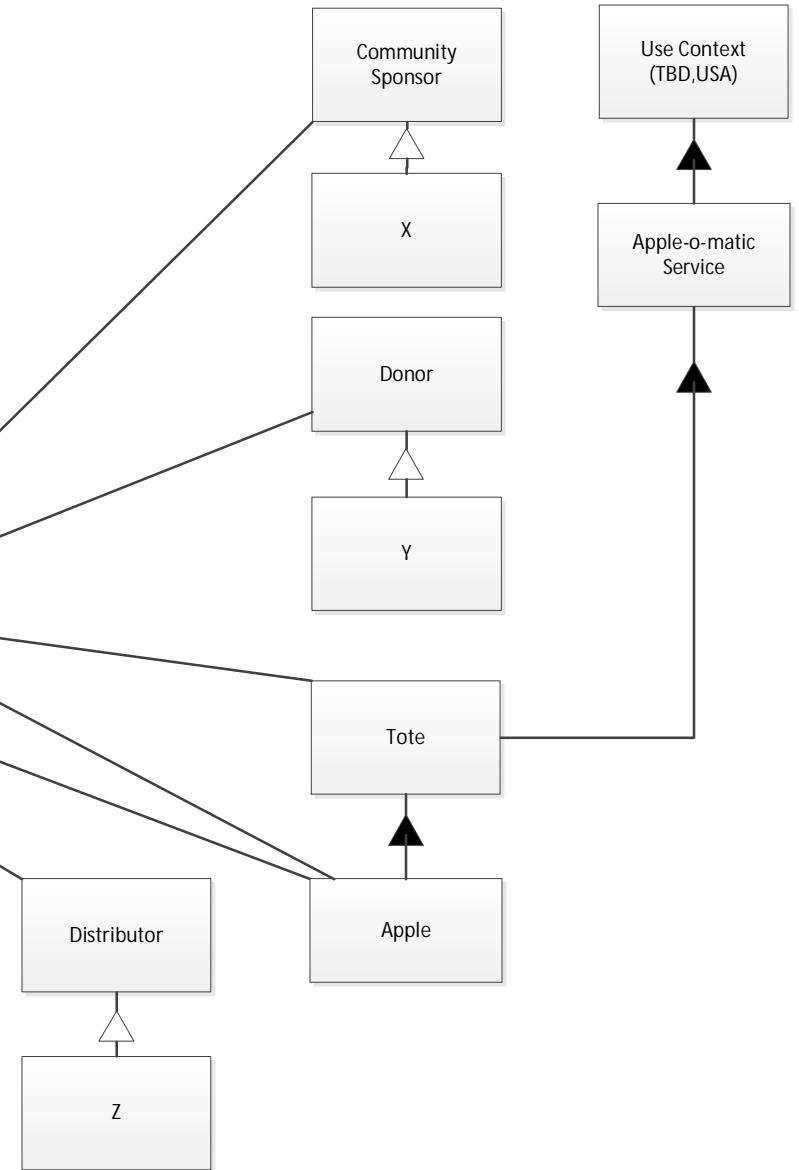
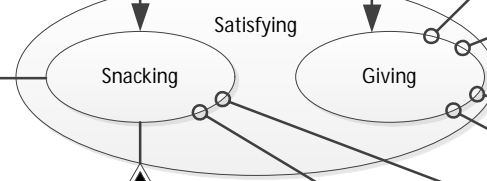
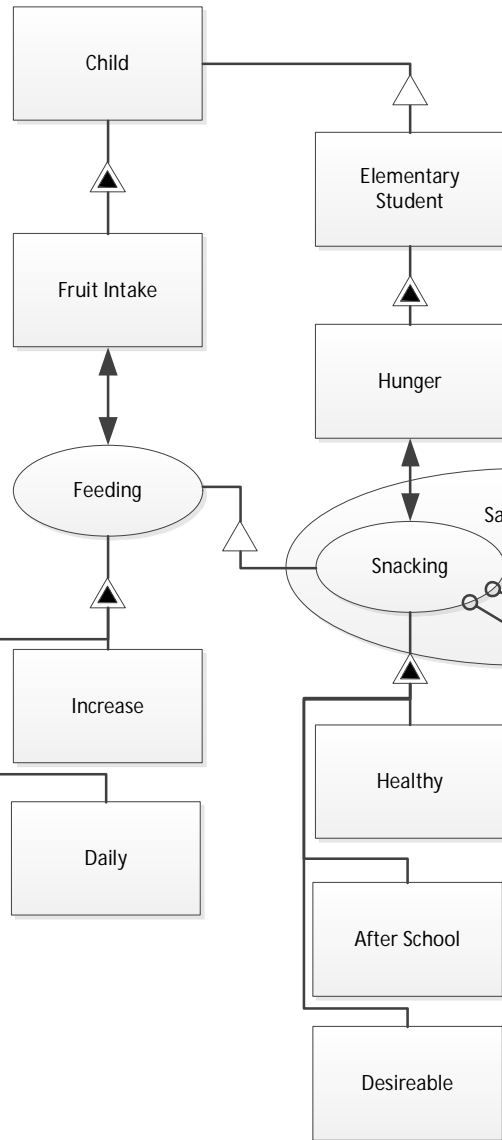
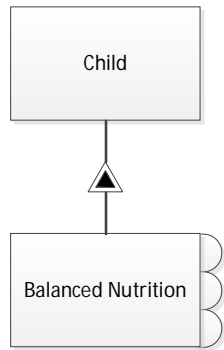
FUNCTION

FORM

Concept 1
Recipe 1

Concept1

To Increase a Child's Daily Fruit Intake By Satisfying Hunger Using X Supported Giving with Y Donated Apples and Z Distribution



Replace N, X, Y, Z with recipe specific implementation

N = 1..10
X = Sponsor
Y = Donor
Z = Distributor

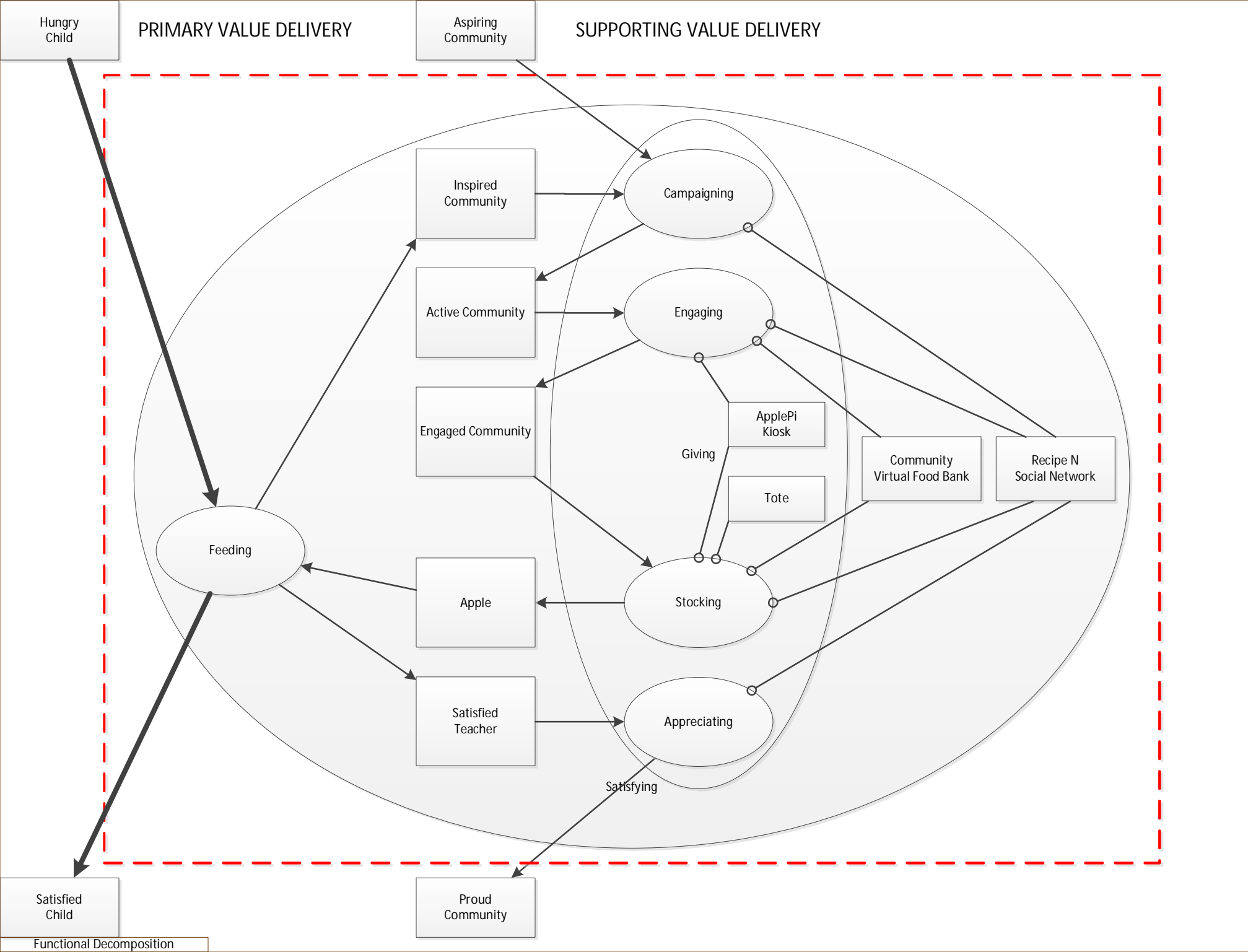
NEED

INTENT

FUNCTION

FORM

Concept N
Recipe N



SATISFYING HUNGER
WITH APPLES
(Nominal)

Campaigning

Engaging

Stocking

Feeding
(Primary)

Appreciating

STAND ALONE

Advertising

Educating

CONTINGENCY

Disposing

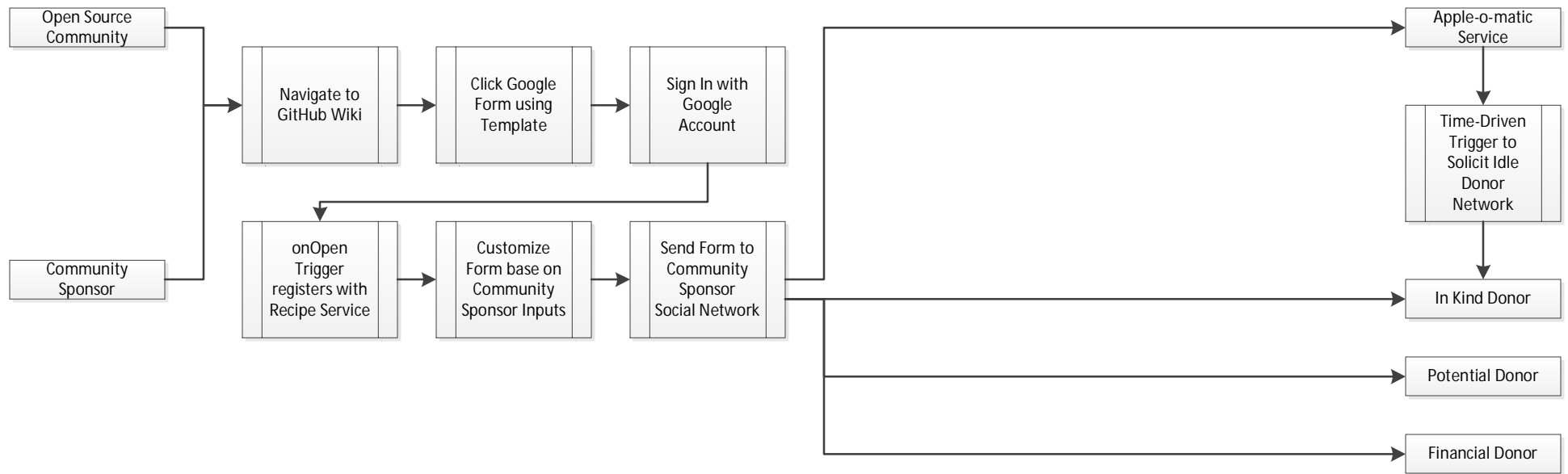
Merging

EMERGENCY

Choking

Aborting

Decommissioning



Operational Scenario 1 – Campaigning from Recipe Template

Operational Scenario 2 – Engaging Donors

Donor

Apple-o-matic
Service

Apple-o-matic
Service

Donor

Operational Scenario 3 – Stocking Virtual Food Banks

Donor

Child

Teacher

Apple-o-matic
Service

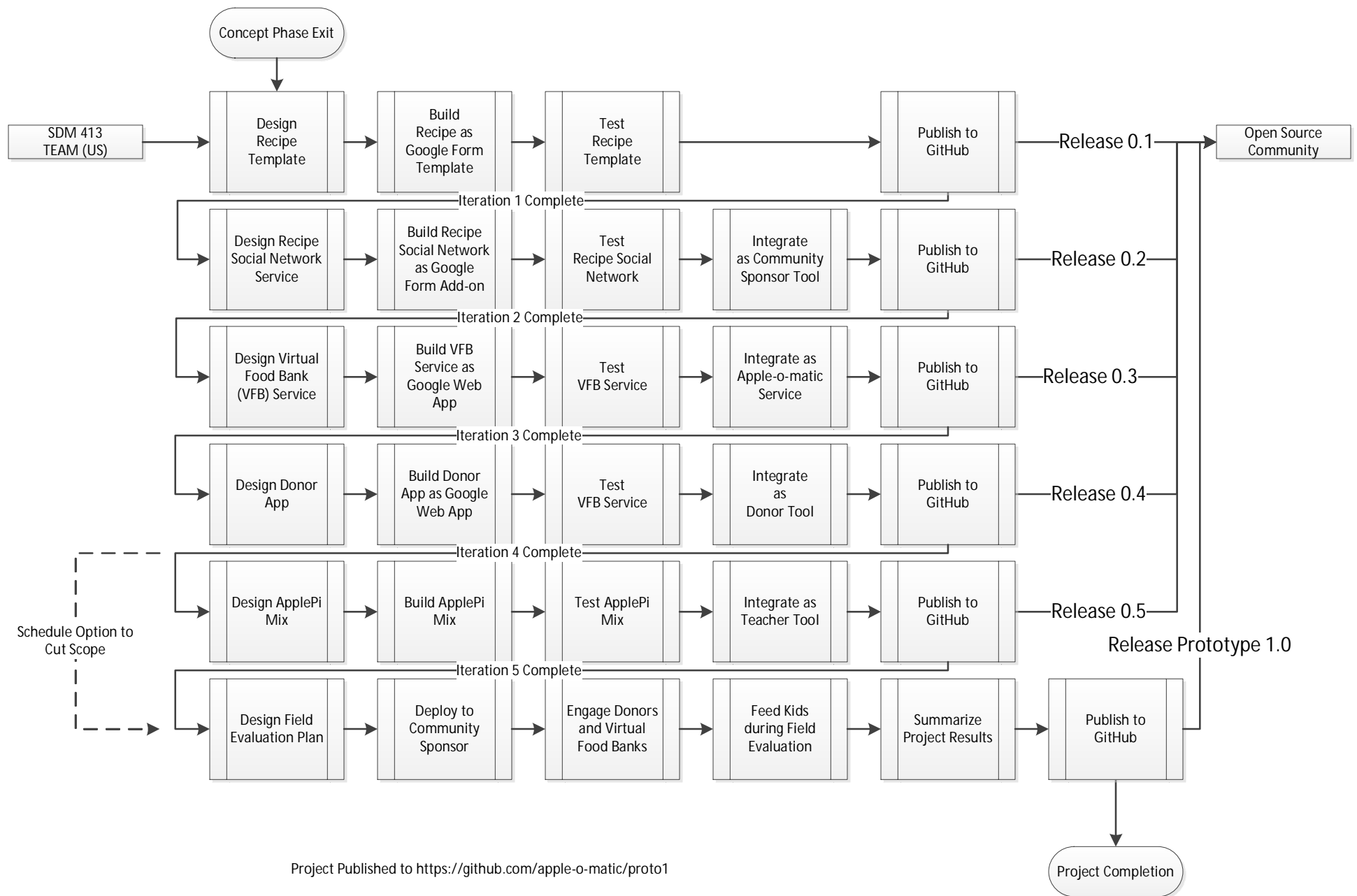
Operational Scenario 4 – Feeding Children

Community
Sponsor

Donor

Apple-o-matic
Service

Operational Scenario 5 – Appreciating Donors



Prototype 1 Development Plan Draft